FIG. 1

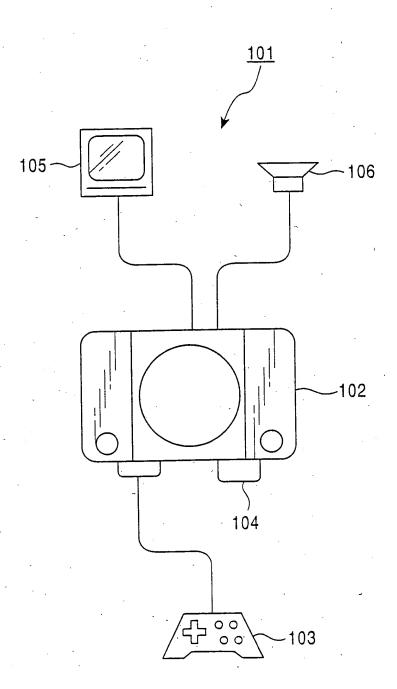


FIG. 2

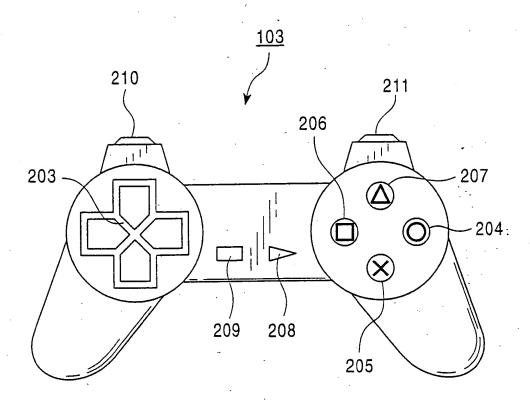


FIG. 3

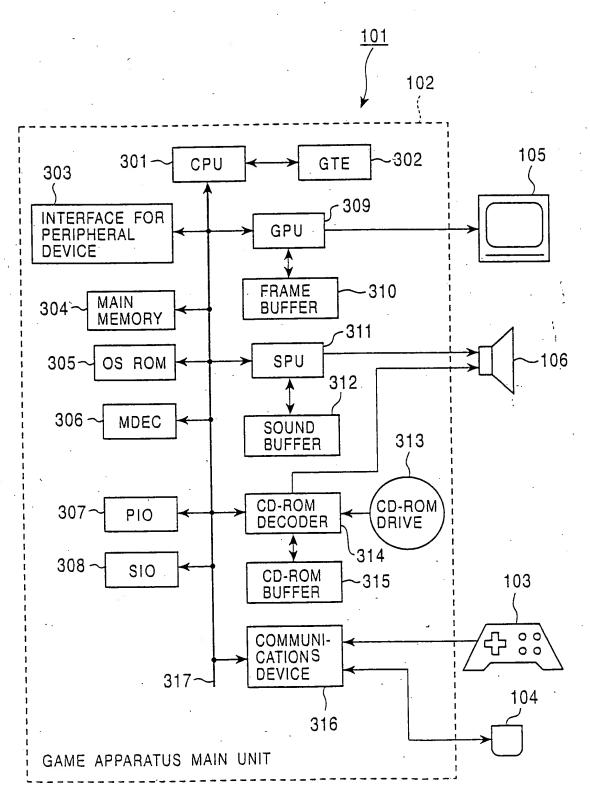
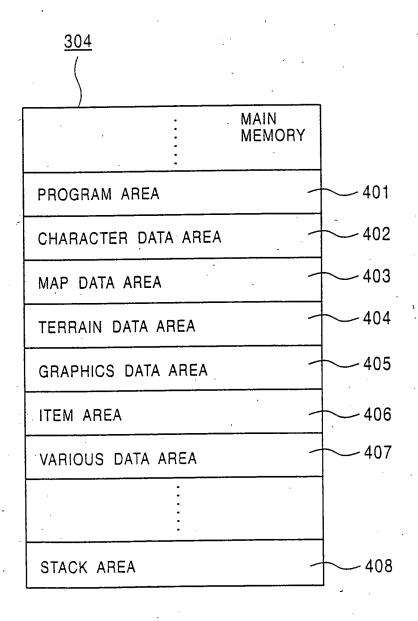


FIG. 4



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FIG. 5

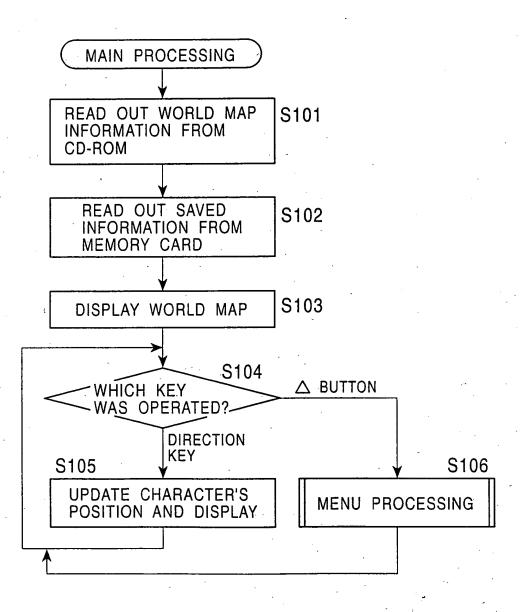


FIG. 6

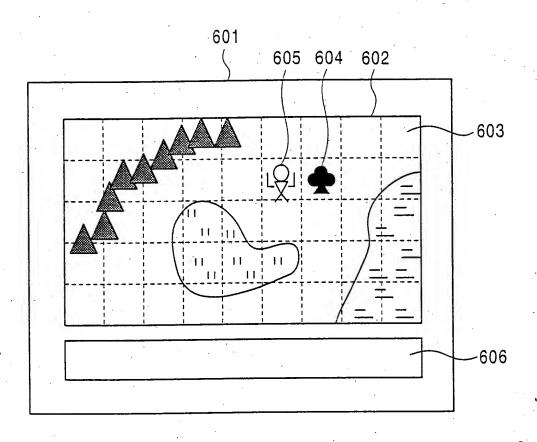
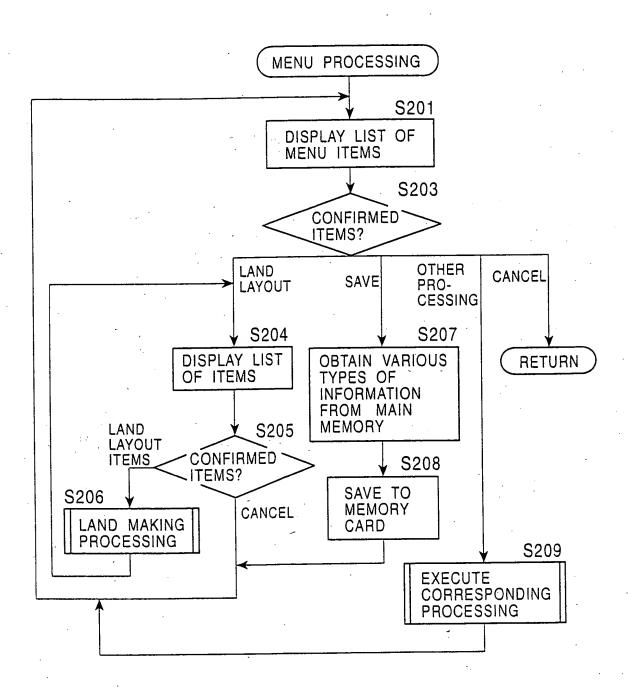


FIG. 7

901A

			TERRAII	N DAT	A TABL	E		
NO.	FIRE	WATER	EARTH	WIND	LIGHT	DARK- NESS	METAL	WOOD
1	0	0	1	. 0	0	0	0	0
2	1	0	2	0	Ō	0	0	0

FIG. 8



	 -			
	METAL WOOD ATTRIBUTE	FIRE	WOOD	
	aoom	0	0	
•	METAL	0	0	
111	FIRE WATER EARTH WIND LIGHT DARK-	0	0	
ITEM TABLE	LIGHT	0	0	
ITEM	MIND	0	0	
	ЕАВТН	1	5.	
	WATER	1	0	
	FIRE	2	-	
	ITEM	CAVE OF FOSSILS	LOST	
	NO.	-	2	

FIG. 10

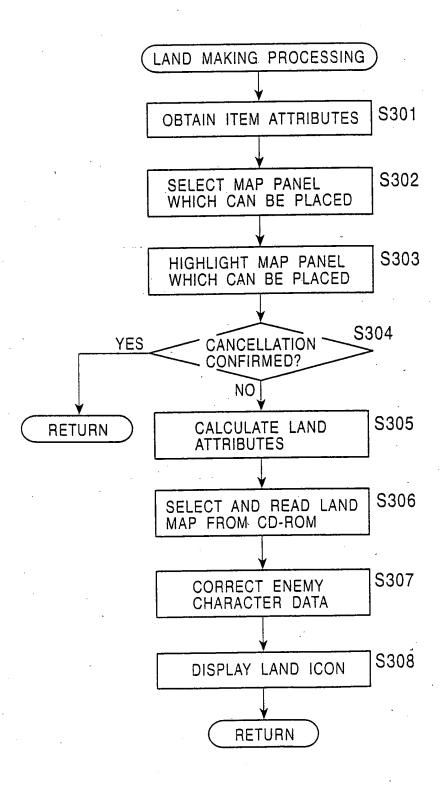


FIG. 11

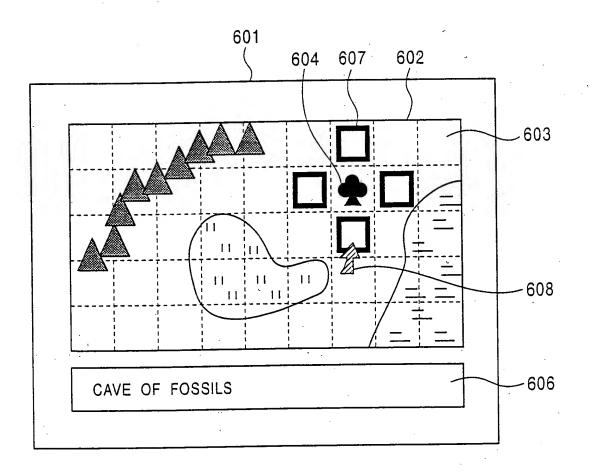


FIG. 12

CHARACTER TABLE DEFENSE ENDURANCE ATTACK CHARACTER MONSTER A 120 100 85 185 MONSTER B 125 90 MONSTER C 100 80 145

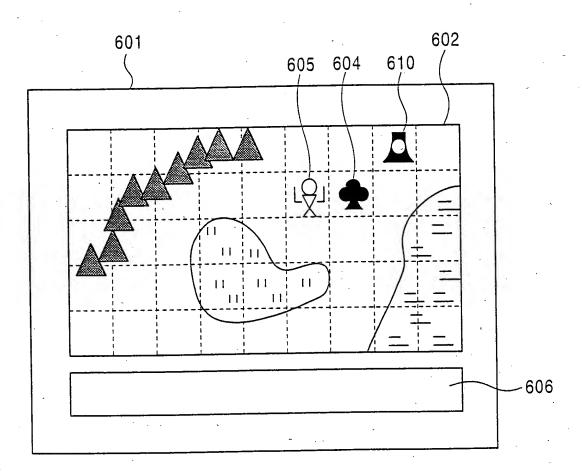
1001

1002

1003

90.1C

FIG. 13



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(Γ	7
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^		WOOD	0	+	0	
		METAL	0	0	-	
	ATA	DARK- NESS	0	-	0	
	ATTRIBUTES DATA	LIGHT	0	0	0	
	TTRIBL	WIND	-	0	0	
·	Ä	FIRE WATER EARTH WIND LIGHT DARK- METAL WOOD	-	-	,	
3LE	·	WATER	-	Ü	0	
R TAE		FIRE	-	0		
CHARACTER TABLE	ATA	DE- FENSE	3/4	, -	1/2	
CH	CAPABILITY INCREASE DATA	ATTACK	1/2	1/2	1/4	
	CAPA	ENDU- ATTACK DE- RANCE ATTACK FENSE	5	10	7	
	A		120	06	145	
	CAPABILITY VALUE DATA	ATTACK	100	125	80	
	CAF	ENDU- ATTACK PENSE	85	185	100	
		CHARACTER	MONSTER A	MONSTER B	MONSTER C	

915

LEVEL CORRES	SPON	DING	REL	ATIO	NS TABLE	
LEVEL REFERENCE VALUE	1	2	3	4		63
REFERENCE LEVEL	1	1	2	3		99

	_	
(Г	כ
_	1	_

		MOUN- TAINS	0	0	
	TERRAIN TYPE	PLAINS		0	
·	TERRAI	SEA- SHORE	0	0	
		METAL WOOD OCEAN SHORE PLAINS	0	,	
ш		WOOD	0	0	
TERRAIN DATA TABLE	ATTRIBUTES DATA	METAL	0	0	
IN DAT		DARK- NESS	0	0	
TERR		LIGHT	0	0	
		WIND	0	0	
	A	ER EARTH WIND LIGHT DARK-	1	2	
	-	WAT	0	0	
		FIRE	0	-	
		0	_	2	

						ITE	ITEM TABLE	ш	1				
:	MUL			.A	TTRIBL	ATTRIBUTES DATA	ATA	·		USA	USABLE TERRAIN TYPE	RAIN	.үрЕ
O	NAME	FIRE	WATER	WATER EARTH WIND LIGHT DARK- METAL WOOD OCEAN SHORE PLAINS	WIND	LIGHT	DARK- NESS	METAL	WOOD	OCEAN	SEA- SHORE	PLAINS	MOUN- TAINS
-	CAVE OF FOSSILS	0 .		· 	0	0	2	0	0	0	-	-	0
2	LOST	0	0	0	-	0	0	0	2	0	0	-	-
								·					

FIG. 18

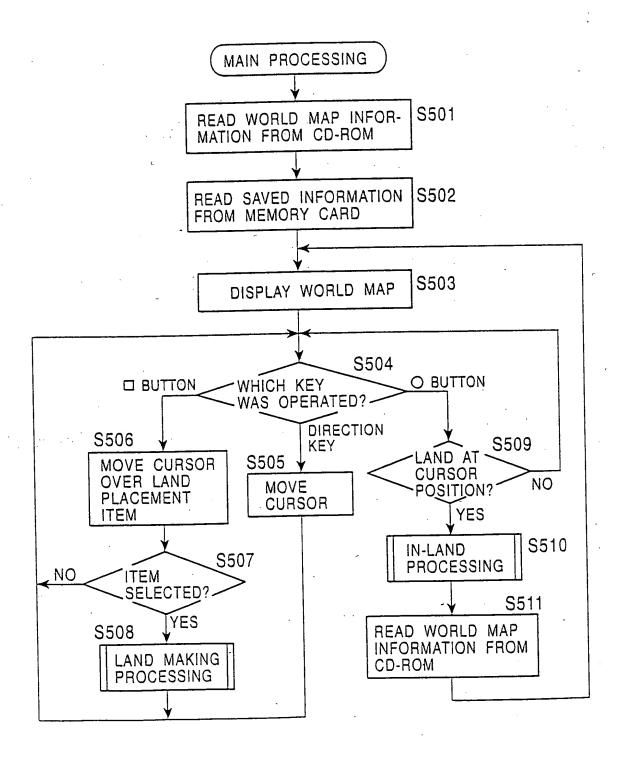


FIG. 19

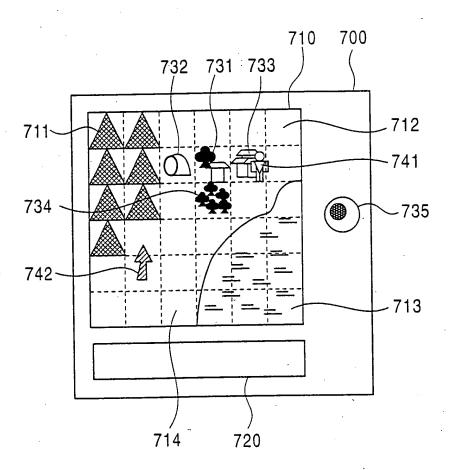
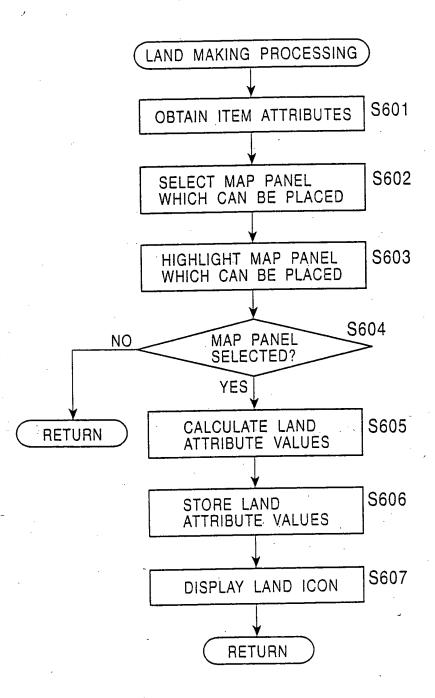


FIG. 20



940		ORDER OF	PLACEMENT	က	2	
-	1	MAP PANEL	NO. FOR PLACEMENT	4	9	
			моор		3	
			METAL	0	2	
	LAND TABLE DATA	TA	DARK- NESS	2	0	
	LAN	ATTRIBUTES DATA	ывнт	2	0	
		TRIBUT	WIND	0	-	
	AT		WATER EARTH WIND LIGHT	-	0	
-			WATER	3	Ó	
			FIRE	0	-	
·				CAVE OF FOSSILS	LOST	
			O	-	2	

FIG. 22

